SACHEN®

SA-021

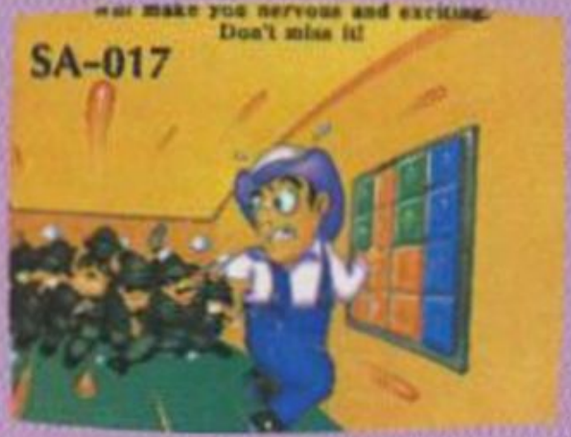
SACHEN EXCITING GAMES

OLYMPIC I.Q.

MAGICAL MATHEMATICS (C.A.I.)

GALACTIC CRUSADER

COLORFUL DRAGON



LOCKSMITH

HAPPY PAIRS

TASAC CONTROL CUMMARY

Control Pad Arrows:	Move your fighter in the indicated direction.
Button A & B:	Push to fire.
Start Button:	Start the game,also freeze the game.
Select Button:	Players option mode - select 1 or 2 players.

I.PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean(do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

TASAC

Thank you for selecting the cartridge of Thin Chen Ent.,Co. Please read this instruction carefully to ensure proper handling of your new game, and save the booklet for future reference.

CONTENTS

I. INTRODUCTION

II. GAME CONTROL

III. GAME MACHANICS

IV. SPECIAL ITEMS

I. INTRODUCTION

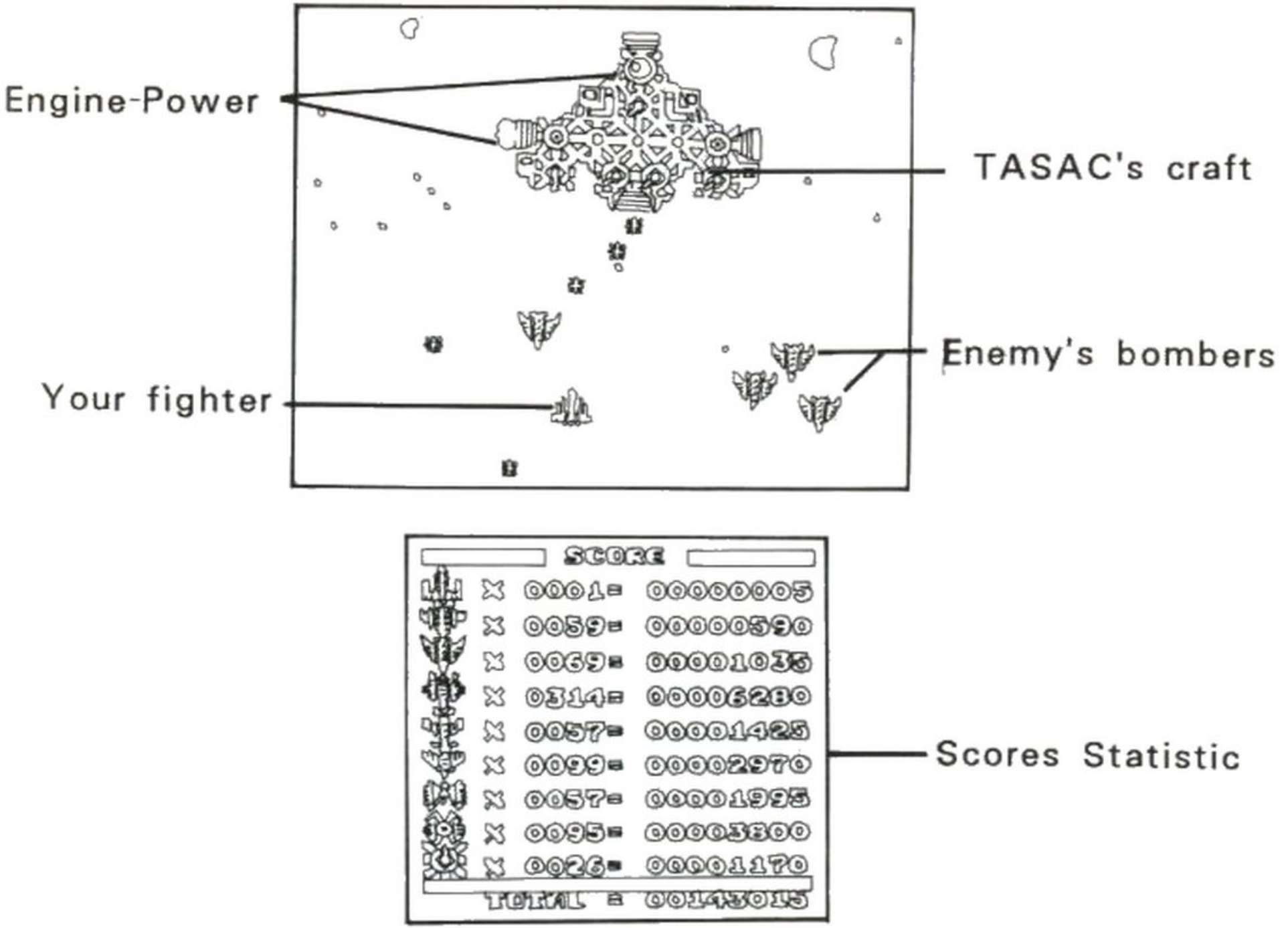
In A.D. 2000,human being is severely fighting with TASAC - the alient bionic mutants. Landsy and Dagrel, commanders of Earth Defense Arms, are encountering the most tough enemy. They have to destroy TASAC to rescue the earth, otherwise human being will be slaved under the TASAC terrorism.

II. GAME CONTROL

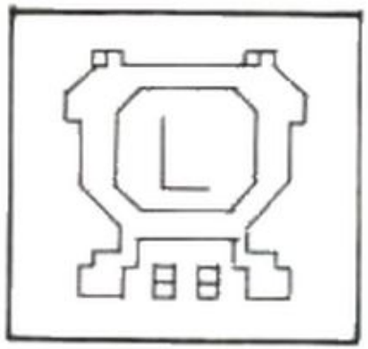
Control Pad Arrows:	Move your fighter in the indicated direction.
Button A & B:	Push to fire.
Start Button:	Start the game; also freeze the game.
Select Button:	Players option mode - select 1 or 2 players.

III. GAME MACHANICS

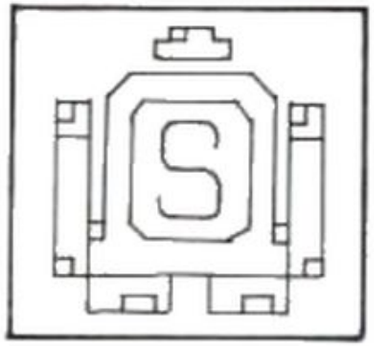
1. Select one or two players before the game.
2. Attack all enemy's fighters and destroy the TASAC's craft then enter to the next world.
3. Keep firing the engine powers on the craft until destroy the air craft.
4. Before you challenge to the ultimate TASAC, you have to destroy all TASAC's air crafts.
5. The fighter will be exploded by suffering enemy's 3 times of firing.
6. Game will be over if your 3 fighters all be destroyed by the enemy.


Engine-Power
TASAC's craft
Enemy's bombers
Your fighter
SCORE
X 0001= 00000005
X 0059= 00000590
X 0069= 00001035
X 0314= 00006280
X 0057= 00001425
X 0099= 00002970
X 0057= 00001995
X 0095= 00003800
X 0026= 00001170
TOTAL = 00143015
Scores Statistic

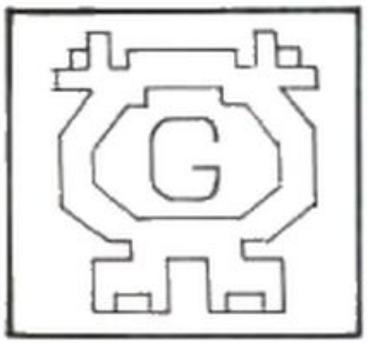
IV. SPECIAL ITEMS



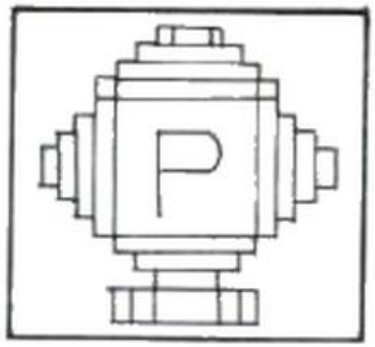
Laser



Slug Gun



Machine Gun



Power

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is,in accordance with the manutacturer's instructions,may cause interference to radio and television reception.It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such in-terference in a residential installatin.If this equipment does cause interference to radio or television reception,which can be determined by turning the equipment off and on,the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary,the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful:HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS.This booklet is available from the U.S.Government Printing Office,Washington,D.C. 20402,Stock No.004-000-00345-4.

Note:NES® is the abbreviation for Nintendo Entertainment System®.

TASAC EVALUATION SHEET

NAME:_____ AGE:_____SEX:_____

ADDRESS: _____

DATE:_____/_____/_____PHONE# (Optional):( )_____-_____

GRANDING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EX-CELLENT

1).GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2).COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3).COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4).VARIETY (ENEMIES,WORLDS,TRICKS,WEAPONS)	1 2 3 4 5
5).GRAPHICS (COLOR,DESIGN,ANIMATION)	1 2 3 4 5
6).SOUND EFFECTS (BACKGROUND MUSIC,ANIMATION)	1 2 3 4 5
7).DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT)	1 2 3 4 5
8).FLAWS OR PROBLEMS(1:NONE...5:TOO MANY)	

PLACE
STAMP
HERE

NEW GAME 1992

Po Po TEAM

BRIDGE

PUFF KID

HELL FIGHTER

THE GREAT WALL

FINAL COMBAT

INTRODUCTION

In A.D. 2000,human being is severely fighting with TASAC - the alient bionic mutants. Landsy and Dagrel, commanders of Earth Defense Arms, are encountering the most tough enemy. They have to destroy TASAC to rescue the earth, otherwise human being will be slaved under the TASAC terrorism.

SACHEN®

© Since 1992 Thin Chen, Ent.